

# AEROWINGS<sup>TM</sup> 2

## AIRSTRIKE

Dreamcast<sup>TM</sup>



LOCK ON

Crave<sup>TM</sup>  
ENTERTAINMENT

EVERYONE<sup>TM</sup>  
**E**  
CONTENT RATED BY  
ESRB

T-40210N

# **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

## **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing *AeroWings 2: Air Strike*

Please take the time to read this manual before you start playing the game.

## Contents

|  |    |
|--|----|
| • Game Controls.....                                 | 3  |
| • Starting a Game.....                               | 5  |
| • Basic Flight Control.....                          | 6  |
| • Viewing Your Flight Screen.....                    | 7  |
| • Radar and Pause Menu.....                          | 10 |
| • Replay Theater.....                                | 11 |
| • Training.....                                      | 12 |
| • Fighter Pilot Mission Training.....                | 13 |
| • Tactical Challenge.....                            | 15 |
| • Free Flight.....                                   | 17 |
| • VS Play.....                                       | 19 |
| • Options.....                                       | 20 |
| • Views.....   | 21 |
| • Fighters Appearing in AeroWings 2: Air Strike..... | 22 |
| • Flight Maps.....                                   | 23 |
| • FAQ (Frequently Asked Questions).....              | 25 |
| • Aerial Maneuvers.....                              | 26 |
| • Crave Team.....                                    | 27 |
| • CRI Japan Production Staff.....                    | 28 |

Over the years, fighter planes have evolved from propeller-driven to jet-driven aircraft. Nevertheless, what is demanded of a pilot has never changed. The ability to withstand G-force many times greater than your body weight. The eyesight and intuition to spot the enemy before they spot you. Cool and collected judgment under extreme conditions. Teamwork tempered with a spirit of independence. And above all, the will to endure strenuous training and ultimately succeed. As a prospective pilot, you too will face this awesome challenge. Get ready for an exciting adventure as you strive to become a fighter pilot!

# Game Controls

**Aerowings 2: Air Strike** is a 1 or 2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

**Warning** – Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

**Aerowings 2**  
AIR STRIKE

## Analog Thumb Pad

Up/down

Pushing down lowers nose and pulling back raises the nose.

Right/left

Tilts plane in direction it is moved

## Direction or D-Button

Up

Turns airbrake on/off

Down

Turns land gear on/off and hook on/off

Right

Switches view (in order)

Left

Switches view (in reverse order)

A Button

Throttles up (turns on afterburner at 100% throttle)

B Button

Throttles down

X Button

In Cockpit view: Turns on Pilot view

In Behind/Front view: Turns on Target view

Y Button

Fires missile/guns (game automatically selects weapon)

L/R Triggers

Points nose in direction of trigger pulled. Controls landing gear when on ground. Pulling L and R Triggers together when on ground applies landing gear brakes

Start Button

Starts and pauses/unpauses game

## SEGA DREAMCAST CONTROLLER

### Overhead View

Analog Thumb Pad

Direction Button  
(D-Button)

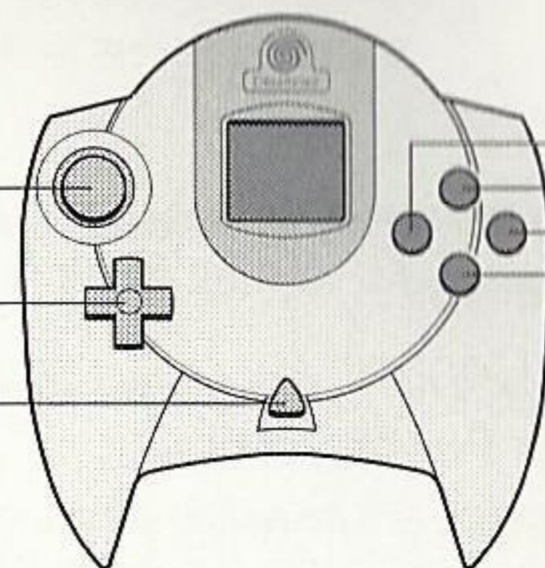
Start Button

X Button

Y Button

B Button

A Button



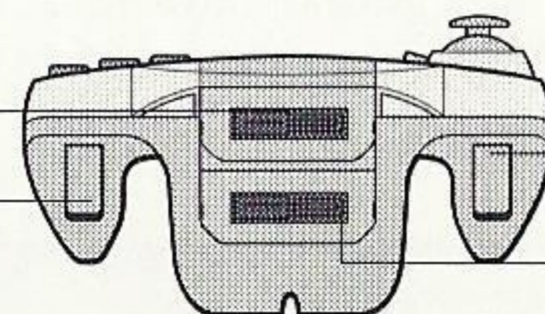
### Forward View

Expansion Slot 1

Right Trigger  
(Trigger R)

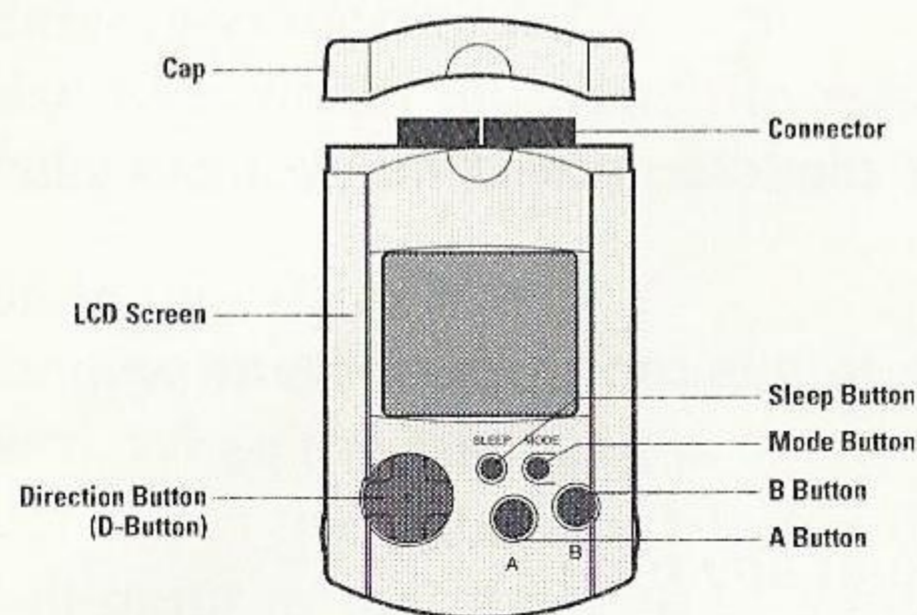
Left Trigger  
(Trigger L)

Expansion Slot 2



# Visual Memory Unit (VMU)

## VISUAL MEMORY UNIT (VMU)



## Save/Load

You can save/load system data.

Saving game data for this game requires 8 blocks per system data file.

Saving replays in this game requires 4 blocks or more per replay data file (each flight). See Replay Theater (page 11) for additional details.

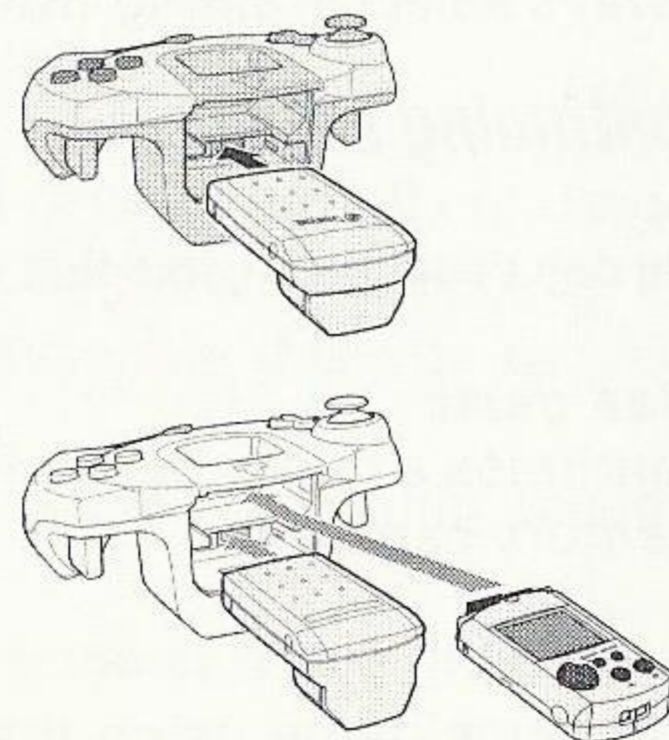
You can save replay data after the replay ends or in Replay Theater.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment. Game contents can be saved using expansion slot 1 or 2 on control ports A – D.

## Jump Pack

When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, this peripheral provides a vibration effect that can considerably enhance the game play experience. Always use expansion slot 2 when using the Jump Pack with the Sega Dreamcast Controller. If the Jump Pack is inserted into slot 1, it will not connect properly with the controller and may fall out or operate incorrectly during game play.

### SEGA DREAMCAST JUMP PACK™



# Starting a Game

## Playing for the First Time

1. Press the **Start Button** when in the title screen, and then select **New Game**.
2. Select a level of difficulty. The view and control of your plane will change depending on your selection.

**STANDARD** – Normal setting for novice to intermediate players. In this mode, your plane is easier to control.

**ADVANCED** – This setting is for more advanced players. In this mode, your plane will be more difficult to control, just like a real one.

You can change the difficulty setting in the Option menu at any time.

3. Enter your name and gender.
  - To save your settings, use the Save command in the Option menu
  - Saving data requires a memory card (Visual Memory Unit).
  - Never turn off your Sega Dreamcast or connect/disconnect memory cards, expansion units, controllers, or other peripherals while saving/loading.

**Do this if you selected "Normal":** See "Basic Flight Controls" for information on controlling your plane and viewing the heads-up display (HUD).

**Do this if you selected "Advanced":** Select a game in the Game Select menu that appears. You can always select Training from the Game Select menu.

## Continuing a Game

You can continue a game that was previously saved.

### *Load game*

Continues a game by loading its file. This command is available if there is a game file on the memory card.

### *Continue*

Continues game using the current settings. This command is available when you return to the start screen from the game.

# *Basic Flight Controls*

Please read this section and play the “Training” game so that you can master basic flight controls.

## *Raising/Lowering Nose*

Use the analog thumbpad to raise and lower your plane’s nose (adjust pitch). The plane’s nose will rise while you pull back the analog thumb pad and lower while you push it forward.

## *Changing Direction*

Turn your plane right or left by moving the analog thumb pad in the direction you want to turn. When the plane starts to tilt, pulling the thumb pad down and to the right turns the plane right. Use the rudders when you want to make minor adjustments in your course. The nose will point in the direction of the trigger (L or R) that you pull. When on the ground, the L/R triggers change the direction of the landing gear, causing the plane to turn in the direction of the trigger pulled. Pulling the L/R triggers at the same time applies the landing gear brakes. Turning or pointing the nose up/down suddenly may cause your plane to stall and/or crash.

## *Changing Air Speed*

Air speed is displayed in knots (kt.). 1 knot is about 1.8 km/hour or 1.12 mph. The A Button raises throttle to increase speed. Pressing the A Button while at 100% throttle turns on your afterburner (fighter planes only). The B Button is for decelerating. Pressing up on the Direction or D-Button applies the airbrake to decelerate when landing (except on a T-3). You will crash your plane if you do not maintain sufficient air speed.

## *G’s and In-Flight Problems*

Vertical acceleration can damage a plane and injure its pilot. A plane will normally undergo 1 G during regular level flight. During horizontal inverted flight, a plane undergoes -1 G. Sudden turns, climbs, and dives as well as great speeds will increase G’s. If G’s go too high, the pilot may lose consciousness due to the following conditions:

- **Blackout** – Occurs when a pilot undergoes high positive G’s (7 G’s or more). Breathing becomes difficult and visual field narrows.
- **Redout** – Occurs when pilot undergoes high negative G’s (-1.5 G’s or more). Visual field turns bright red.

# Viewing Your Flight Screen

## View at Beginning of Flight

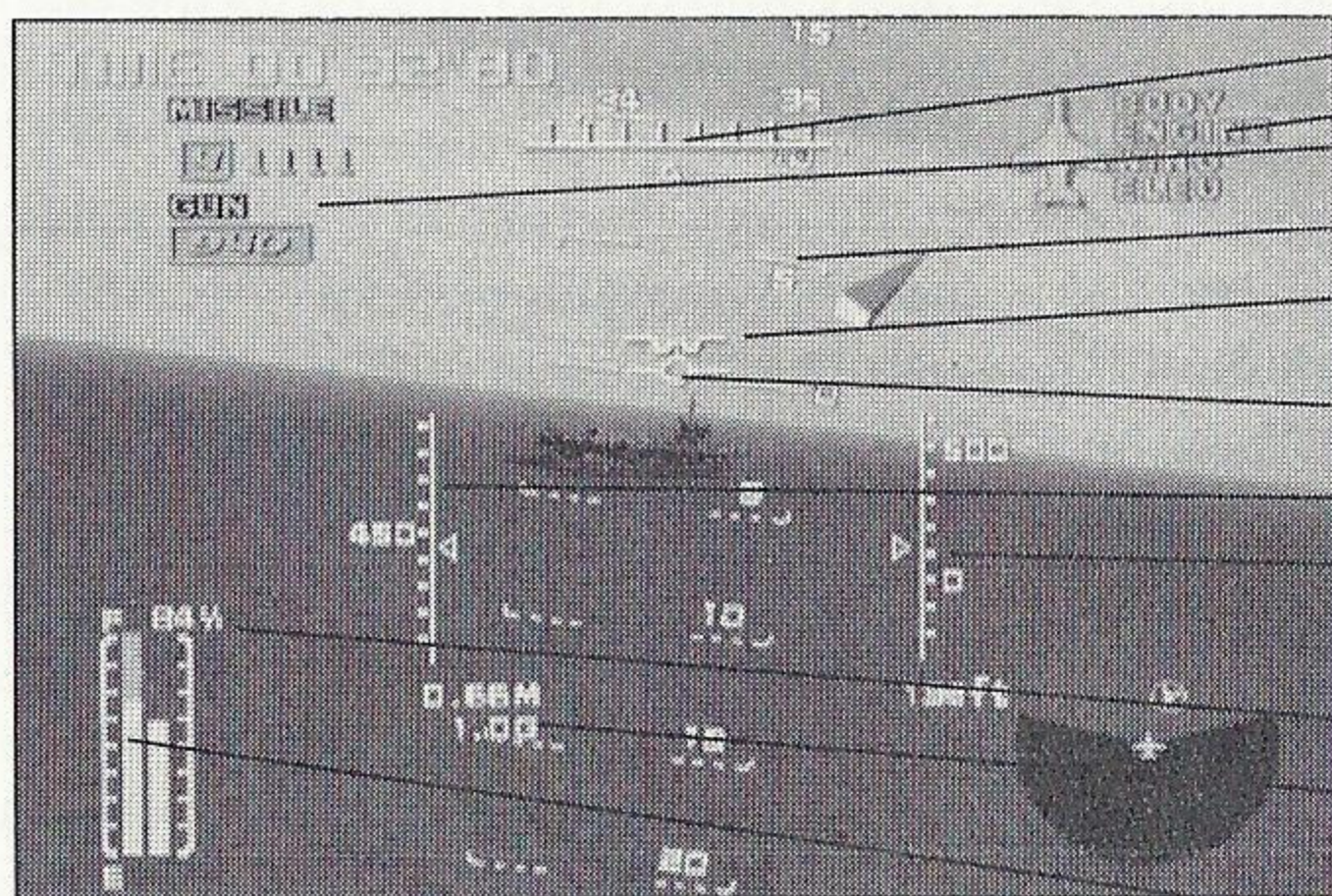
The view at the beginning of your flight differs by game mode. You can switch views by pressing left or right on the Direction or D-Button.

**View in Normal mode:** Behind

**View in Advanced mode:** Cockpit

## Heads-Up Display (HUD)

There are a number of gauges and numeric indicators that display the information you need during your flights.



- Heading scale
- Damage indicator
- Weapons indicator
- Pitch scale
- Whisky mark
- AOA  
(displayed when in use)
- Velocity vector
- Speed indicator
- Altimeter
- Flaps  
(displayed when in use)
- Engine thrust meter
- Mach speed and G's
- Vertical speed indicator  
(displayed when in use)
- Fuel gauge
- Pipper

### HUD:

**Heading scale** – Direction plane is facing. 36 is true north, 18 true south, 09 true east, and 27 true west.

**Pitch scale** – Vertical angle at which plane's nose is pointed. 0 is perfectly level.



**Damage indicator** – Location and status of plane damage.

**Green:** No damage **Yellow:** Light damage **Red:** Heavy damage

**Weapons indicator** – Remaining ammo in equipped weapons.

**Whisky mark** – Indicates exactly where nose is pointed.

**AOA (Angle of Attack)** – Angle of main wings and course (Appears during takeoff/landing in Advanced mode).

**Velocity vector** – Direction plane is heading.

**Speed indicator** – Plane's air speed in knots.

**Altimeter** – Altitude in feet.

**Fuel gauge** – Lowers as you use up fuel. Fuel consumption varies by plane and flight conditions.

**Flaps (auto-controlled)** – Airbrake, Landing gear status; each one is displayed when in use.

**Engine thrust meter** – Engine output as a percentage. Meter starts at 60 since 60% indicates that the jet engine is idling. Displays A/B when afterburner is in use.

**Mach speed and G's** – Alternate measure of air speed and measure of gravity on pilot.

**Vertical speed indicator** – Displays how fast the plane is climbing/descending in units of 100 feet per minute (Appears during takeoff/landing in Advanced mode).

**Pipper** – The machine gun targeting reticle.

### **Simple HUD**

A simplified HUD appears in views other than Cockpit View in Replay Mode when you select Standard display from Flight view in the Option menu. The damage indicator is the same as the one in the normal HUD.



**Gear status** (Displayed when in use)

**Airbrake** (Displayed when in use)

**Knots** (kt.)

**Altitude** (ft.)

**G's**

**Fuel gauge and engine thrust meter**

**Weapons**

### **Display During Combat Training**

During combat training, you will be provided with various information messages necessary for firing on your targets.

**Pilot view/Target view** (automatically keeps enemy in center of view field)

When the enemy is nearby but still outside of your view field, a guide will appear to show you in which direction they are. Holding down the X Button while this guide is displayed switches your view so that the target is in the center of your view field. Releasing the X Button returns you to Pilot view. You can zoom in on the enemy when they are within your view field in pilot view.

### **Guide**

While button is held down

- This is called Pilot view when in Cockpit view and Target view when in Behind/Front view (the figures below are examples of target and pilot views).

### **Display when firing**

Target distance – The target's position will be displayed within the box. The distance between you and your enemy will be displayed numerically.

### **Seeker**

Indicates the target the missile will track.  
Locks on when it overlaps the target.

**GRAY** – Normal display

**WHITE** – Target in missile range

**ORANGE** – Target in gun range

**RETICLE** – Gun sight

**PIPPER** – Estimated aim position

### **Other information when firing**

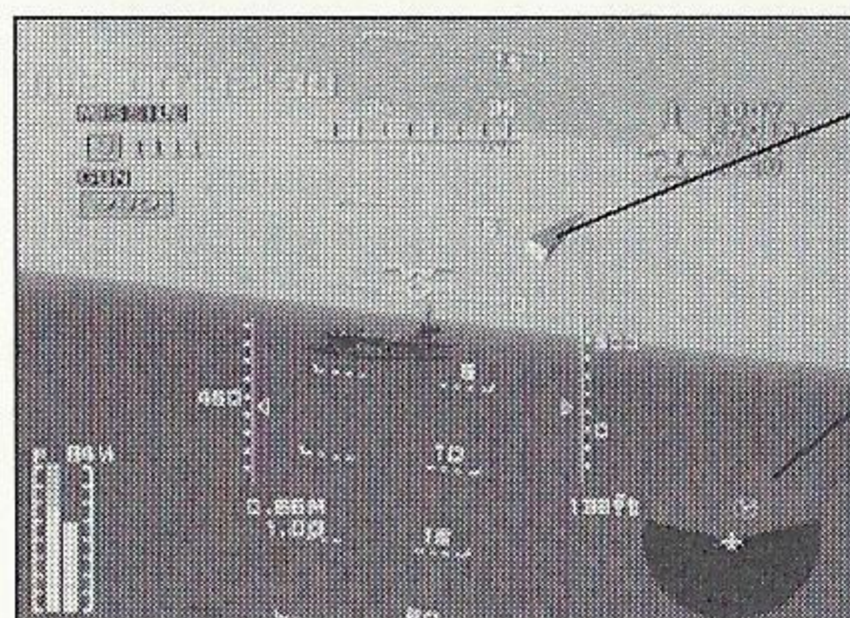
**SHOOT** – Order to fire missile.

Displayed when you are able to fire.

**LOCK ON** – Lock on warning

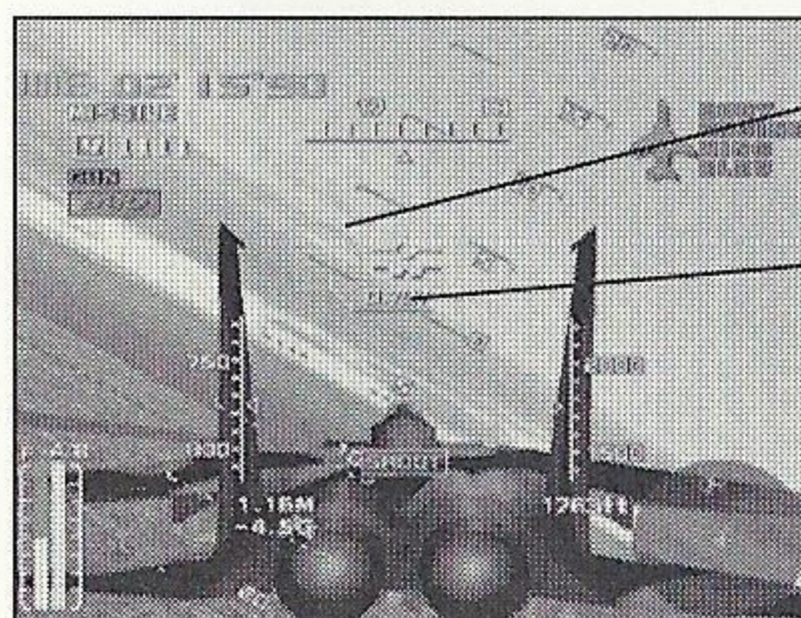
**MISSILE** – Enemy fired missile

**GUN** – Enemy shooting with guns



**Guide**

**Radar**



**Seeker**

**Display when firing**

# Radar and Pause Menu

## Radar

**Yellow/red** – Enemy/target

**Green/red dot** – Balloon target

**White circle** – Indicates object entered view field

**White** – Missile

**Light blue** – You

**Blue** – Squad mates/friendly aircraft

**Green box** – Landmarks (objects on ground)

**Red outline** – Indicates that there are enemies outside of radar range.

## Pause Menu

Pressing the Start Button during a flight pauses the game. Pressing it again resumes the game.

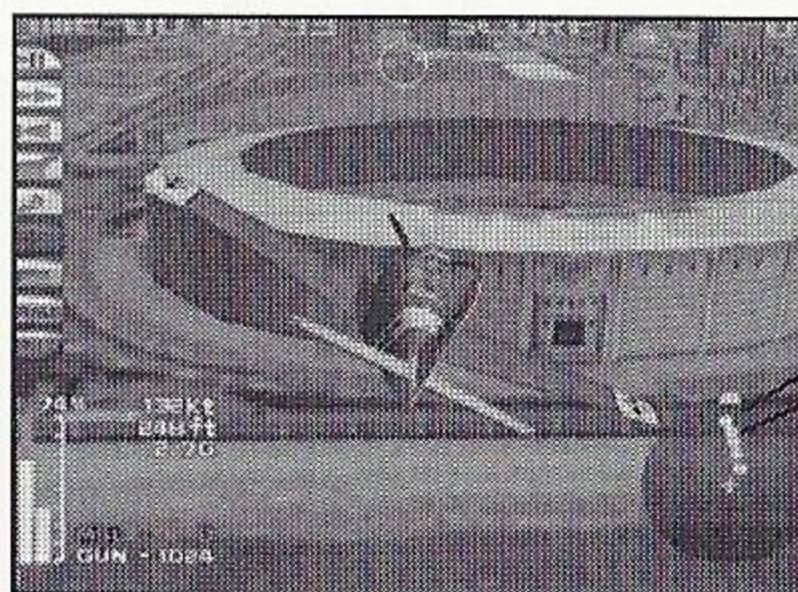
**Cancel** – Returns to flight screen.

**Stop** – Ends flight.

**Retry** – Starts flight over from beginning.

**Display** – Turns on/off HUD

**Radar** – Turns on/off radar



**Radar**

**Balloon Target**

| Distance of Closest Marker | Range Radius |
|----------------------------|--------------|
| Within 2,000 m             | 2,000 m      |
| Within 4,500 m             | 4,500 m      |
| Over 4,500 m               | 10,000 m     |

# Replay Theater

## Replaying Flights

You can replay your most recent flight or replay data on a memory card. You can also edit camera work and background music during replay, and then save the changes to a memory card.

|                  |   |
|------------------|---|
| Replay           | Replays most recent flight or loaded data |
| Load replay data | Loads replay data from a memory card      |
| Save replay data | Saves most recently played replay data    |

## Number of Blocks

The number of blocks required to save replay data depends on the flight time, what occurred during the flight, and any editing performed during replay. If you edit a replay in Replay Theater, and then resave the data, the number of blocks may change.

Saving replays in this game requires 4 blocks or more per replay data file (each flight).

Replay data up to 60 blocks (about 6 minutes) can be saved per flight.

\* If you save replay data that exceeds this limit, it may not play back properly.

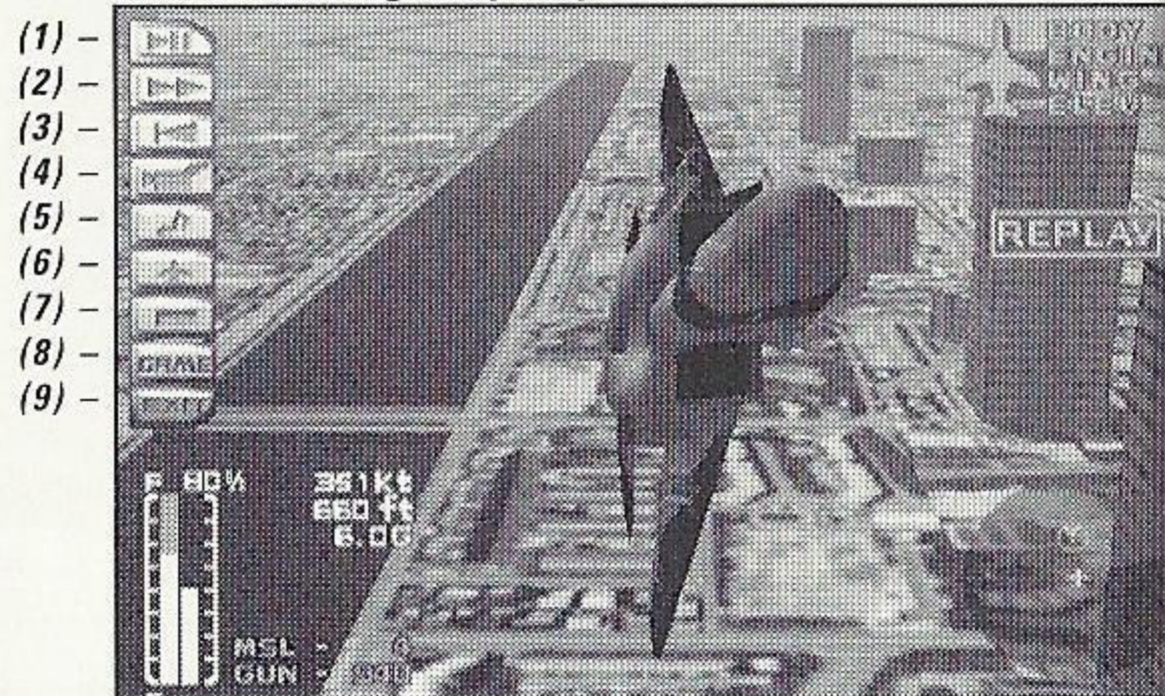
\* Flights lasting 3 seconds or less cannot be replayed.

You can view a replay of your flight as soon as it completes or later in the Replay Theater.

## Replay Controls

A set of controls will appear on the left side of the screen during replay.

- (1) Pause
- (2) Fast forward (while pressed)
- (3) Return to beginning
- (4) Switch view
- (5) Switch background music
- (6) Display dogfight (only available for combat replays)
- (7) Hide controls and info/letterbox screen
- (8) Resume game
- (9) Exit replay



- Button (4) displays a list of views. Select a view and then press the "A" button to switch to it.
- Button (5) switches between three background music selections. Switching the background music also restarts the replay from the beginning.

- When there are other aircraft (enemy and/or friendly), button (6) changes the aircraft displayed at center screen each time you press it.
- Pressing button (7) once hides the replay controls and onscreen information, giving a movie-like appearance to the replay. Pressing it again switches to a letterbox screen.
- Button (8) restarts the game from where you left off. This function does not record points and kills. Even if you exceed the prescribed number of points, you will not be able to clear a level.
- The initial view and background music will be whatever was in effect when the replay was saved.
- Flights shorter than 3 seconds cannot be replayed.

## Movie

Under Preview, you can view movies showing other Crave products. Press the A button or Start Button to end a movie. An additional Movie option will be added after you clear the final FPM.

## Personal Data

You can review your combat record including your number of kills, flight time, carrier deck landings, and other information (excluding versus mode stats). Pressing the "A" button allows you to review records by plane.

## Training

### Starting and Ending Training

Flight training starts after a brief movie describing how to control your plane and view the HUD.

1. Movie describing plane control and HUD plays.
2. Flight training begins.

Press the Start Button when you want to quit.

\* The description for plane control is for Normal mode.

\* Plane control during flight training functions as Normal mode.



# Fighter Pilot Mission Training

As a prospective fighter pilot, you will undergo a 30-step training course which includes the following:

- Beginner's Courses
- Intermediate Courses
- Combat Courses
- New Plane Courses I and II

## Difficulty Settings Available

Easy      Hard



Once you clear a step, you can select the next one. After you complete all steps, you will be qualified to fly eight different planes. In the Free Flight game (see page 17), you can select the planes you acquired. Each time you complete a step, you can save your game to the VMU.

### *How to Clear a Step:*

- Complete your mission within the prescribed time.
- Do not diverge widely from your mission.
- Get 60 points or more.

The key to clearing a step is remembering the instructions given to you during your briefing and acting quickly when controlling your plane.

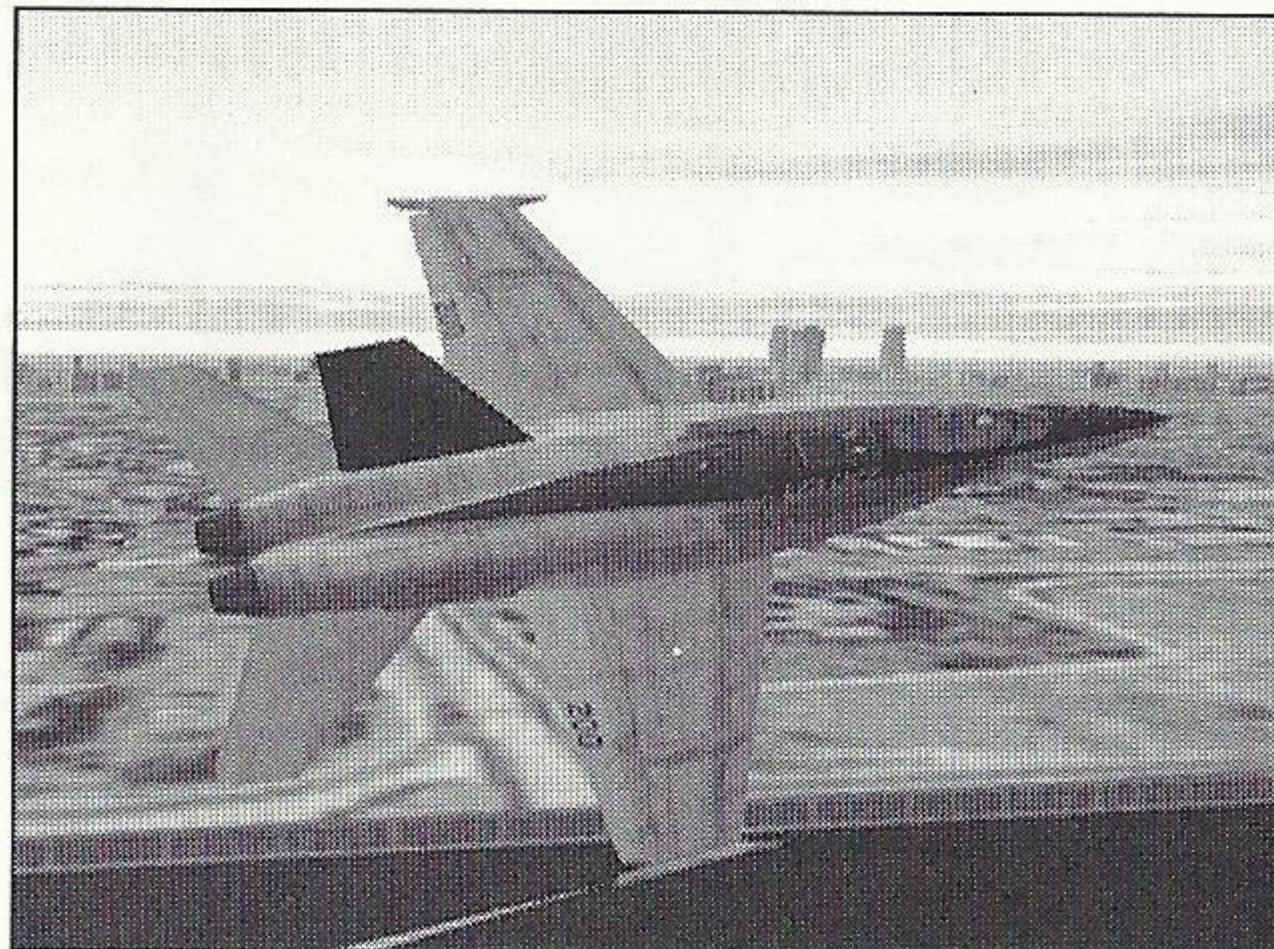
# ***Fighter Pilot Mission Training (Continued)***

During each fighter pilot mission step you have the following options:

1. *Select a mission* – Review your training instructions. You can also select previously cleared missions.
2. *Listen to your briefing* – You will receive a description and instructions for your mission. The A Button moves to the next description, the X Button fast forwards the demo, and the Start Button begins your flight.
3. *Start your flight* – Your flight training will begin.
4. *Replay your flight* – Your most recent flight replays. This is where you save your replay.
5. *Listen to your debriefing* – Your training results will be evaluated. You will clear the step if you receive enough points.

## ***Ending a Mission***

Your flight ends automatically once you complete your assigned mission. If you want to stop midway through your mission, press the Start Button, and then select Stop in the Pause menu.



# Tactical Challenge

You will participate in fifteen different competitions to test your ability as a pilot. You can select competitions in any order you want, but they get harder as the number gets higher.

| Challenge | Description                        | Clear Condition   |
|-----------|------------------------------------|---|
| 01 to 07  | Target shooting competition        | Destroy all targets within the prescribed time                  |
| 08 to 10  | Race and shoot competition         | Seek and destroy all targets within the prescribed time         |
| 11 to 15  | Aerial combat maneuver competition | Compete to see how many kills you can get within the time limit |

After you clear all the challenges, you will be qualified to fly nine different planes. In the Free Flight game (see page 17), you can select the planes you acquired.

- You won't know if you will receive qualification to fly a new plane until after you clear a challenge.
- You can save cleared challenges when you save the game on your VMU.

### ***How to Clear a Challenge:***

- Clear it in the shortest time possible.
- Don't perform unnecessary maneuvers.
- Don't get shot down.

Your ticket to success is keeping your eye on remaining ammo and fuel. You'll also need to learn to spot targets and enemies from as far away as possible.



**TAIN**

---

---

---

---

---

---

**D**

**What ga**

- Next
- Gam
- EGM
- Expe
- PS E
- OPV
- ODM

**Do you i**

- Yes
- No

also  
will  
her  
our  
ed  
to  
use

**Aerowings<sup>2</sup>**  
AIRSTRIKE

7

Y  
S

Place  
First Class  
Stamp Here

CRAVE ENTERTAINMENT, INC.

Attn: Customer Service Dept.

19645 Rancho Way

Rancho Dominguez, CA 90220

AEROWINGS 2  
AIRSTRIKE

A  
F

•  
C  
•

H

•  
•  
•

Y  
t

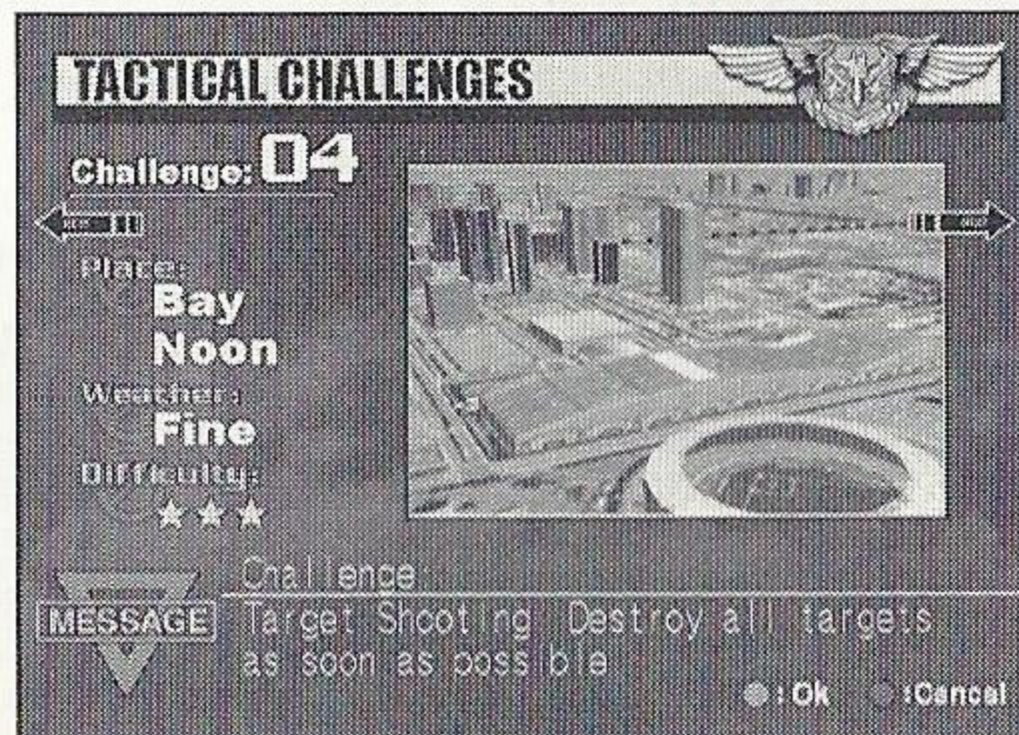
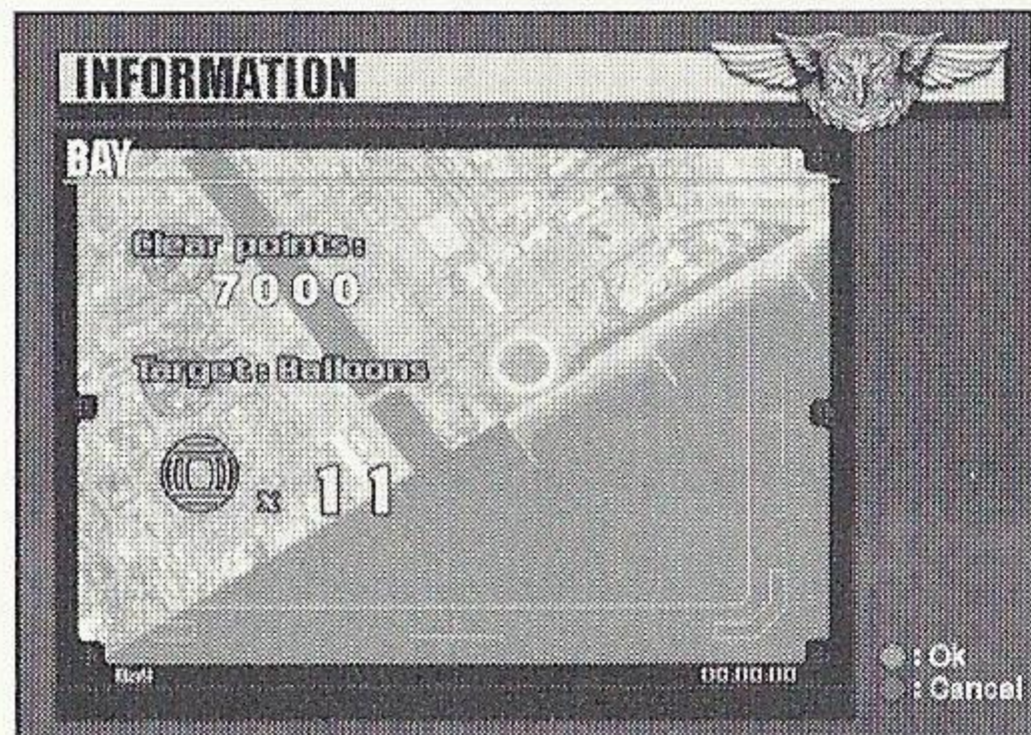
# Tactical Challenge (Continued)

## Flight log

1. *Select a challenge* – Review competition instructions and make a selection. You can also select previously cleared challenges.
2. *Select your fighter* – Select the fighter you want to use. The fighters you can select will change as you progress through the game.
3. *Listen to your instructions* – Review your objective, number of targets, and other information.
4. *Start your flight* – The competition begins!
5. *Replay your flight* – Your most recent flight replays. This is also where you can save your replay.
6. *Review your flight log* – Your score will be evaluated, and if you exceeded the prescribed number of points, you will clear the challenge.

## Ending a Challenge

Your flight ends automatically once you destroy all targets or time runs out. If you want to stop midway through a challenge, press the Start Button, and then select Stop in the Pause menu.



## Free Flight

In this mode, you can fly and engage in dogfights under any settings you want. The following options are available to you in Free Flight mode:

1. *Select a challenge* – Review competition instructions and make a selection.
2. *Select your fighter* – Select the fighter you want to use. The fighters you can select will change as you progress through the game.
3. *Select your enemy* – Select the number, plane type, and level of your enemy or enemies. You can make these selections only if the plane you selected was a fighter.
4. *Select positions* – Select your starting position and the starting position of your enemy or enemies. If you are near an air base or carrier, you can start in mid-flight or for a runway/deck takeoff.
5. *Start your flight* – The flight begins!
6. *Replay your flight* – Your most recent flight replays.
7. *Review your flight log* – Check your flight results.

If you engaged in a dogfight and saved your game in the Option menu, you can check your results in the Hangar menu. The flight map and number of planes vary depending on how the game progresses.

If you are able to successfully land a carrier-based plane on a carrier, these screens and the corresponding menu will change slightly to reflect your accomplishment.



## Selecting a Map and Plane

Takeoff/landing and dogfight conditions will vary depending on the map and plane you select.

- Planes that allow dogfights

You can set up dogfights if the plane you select displays missiles and ammo.

- Map and takeoff/landing.

You can elect to start from a takeoff position if there is a base or carrier nearby.

| Map          | Feature | Takeoff Selectable                        |
|--------------|---------|---|
| Map 01 to 10 | Base    | Yes                                       |
| Map 11 to 12 | Carrier | Yes (If fighter is F-14, F/A-18, or F-4J) |
| Map 13 to 14 | City    | No  |
| Map 15 to 19 | Ocean   | No  |

### Ending Free Flight

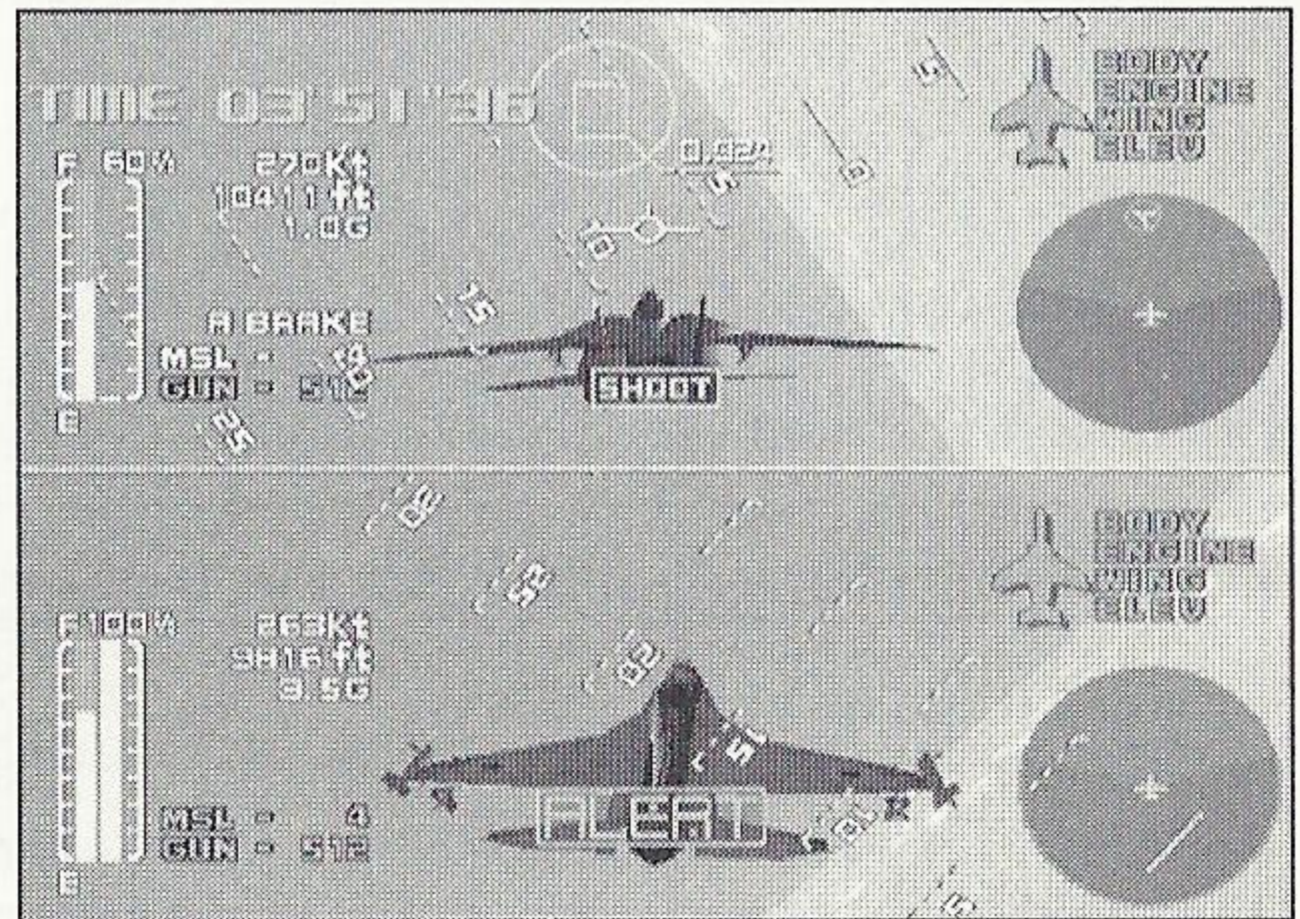
If you selected a dogfight, your flight will end as soon as the outcome is decided. If you are flying alone, you can stop your flight by pressing the Start Button, and then selecting Stop in the Pause menu.

## VS Play

In this mode, the screen splits into two, allowing you and another player to engage in a dogfight. In the Option menu, you can set the screen to split vertically or horizontally.

**To begin VS Play perform the following Steps:**

1. Select VS mode from the game menu.
2. Select a VS map.  
(Five maps are available)
3. Select a plane. You must select planes equipped with weapons.
4. Select your initial flight position.
5. Select the time limit and plane durability.  
(Player 1 sets the time limit)



### Ending VS Play

The dogfight ends when either player is shot down or the time limit expires. To stop during a dogfight, press the Start Button, and then select Stop in the Pause menu.

# Options

You can set a variety of game options and save/load games in the Option menu.

## Key Configuration

|              |   |
|--------------|---|
| Control type | Sets raising/lowering of nose when control stick (analog thumb pad) is pressed forward/pulled back. |
| Key type     | Switches control to analog thumb pad or digital d-pad.  |
| Response     | Sets responsiveness of analog thumb pad (3 levels).   |
| Custom       | Sets button assignment. Assigns selected control to button that was pressed.                        |

## Game Configuration

| Option                 | Description  | Setting in Normal Mode | Setting in Advanced Mode |
|------------------------|--|------------------------|--------------------------|
| <i>Flight</i>          | Difficulty of flight control   | Standard               | Professional             |
| <i>Blackout/Redout</i> | Effect of high G's on body   | Off                    | On                       |
| <i>Auto gear down</i>  | Automatic lowering of gears at low altitude and low speed            | On                     | Off                      |
| <i>Auto gear brake</i> | Auto gear brake when on ground or minimum throttle                   | On                     | Off                      |
| <i>Auto rudder</i>     | Automatic cancellation of effect that propeller torque has on a T-3. | On                     | On                       |
| <i>Vibration</i>       | Vibrating of Jump Pack   | On                     | On                       |
| <i>Sub titles</i>      | Display of subtitles in flight                                       | On                     | On                       |

## View Configuration

Flight view – You can turn on/off views that are switched by pressing the Direction or D-Button left/right. The initial settings vary depending on the difficulty level you selected.

**Normal mode** – Cockpit, Behind, and Front views are on.

**Advanced mode** – Cockpit, Behind, Front, Left, Right, and Back views are on.

The starting view is displayed within brackets ([View]). You can set Cockpit, Behind, or Front to the view at the start of your flight by pressing the X Button. This view will always be on.

# Views

|                  |  |
|------------------|--|
| <i>Cockpit</i>   | View from cockpit                                  |
| <i>Behind</i>    | View from behind plane                             |
| <i>Front</i>     | Forward view from outside plane                    |
| <i>Left</i>      | Forward view from outside plane (left side)        |
| <i>Back</i>      | Forward view from outside plane (back)             |
| <i>Right</i>     | Forward view from outside plane (right side)       |
| <i>Nose</i>      | Forward view from outside plane including nose     |
| <i>Tail</i>      | Forward view from outside plane including tail     |
| <i>On board</i>  | View from a camera outside of plane                |
| <i>Near</i>      | View from near plane                               |
| <i>Formation</i> | View showing you and other planes in your squadron |
| <i>Cameraman</i> | View captured by an airborne cameraman             |

## Other options

| <b>Option</b>          | <b>Description</b>                                      | <b>Normal Mode</b> | <b>Advanced Mode</b> |
|------------------------|---|--------------------|----------------------|
| <i>HUD in cockpit</i>  | Displays HUD inside cockpit                             | Display            | Display              |
| <i>HUD outside</i>     | Displays HUD outside cockpit                            | Display            | Display              |
| <i>AOA &amp; VARIO</i> | Shows angle of attack (AOA) and elevation angle (VARIO) | Off                | On                   |
| <i>Flaps</i>           | Shows flap position                                     | Off                | On                   |
| <i>Cockpit</i>         | Shows cockpit frame                                     | Off                | On                   |
| <i>Radar</i>           | Shows radar   | On                 | On                   |
| <i>Screen split</i>    | Splits screen during VS Play (horizontal/vertical)      | Horizontal         | Horizontal           |

## Sound Configuration

|                     |                                 |
|---------------------|---------------------------------|
| <i>Audio</i>        | Sets stereo or mono             |
| <i>Music volume</i> | Sets volume of Background Music |
| <i>Play Music</i>   | Plays Background Music          |
| <i>Play Effects</i> | Plays Sound Effects             |
| <i>Play Voices</i>  | Plays Voices                    |



# Fighters Appearing in AeroWings 2: Air Strike

## What is a fighter?

A fighter is a plane optimized for shooting down other aircraft. With their advanced technology and costly materials, they are very expensive to manufacture. One of these planes can easily cost more than \$11 million. The ability to fly at supersonic speed is crucial for fighters, but contrary to what many people think, fighters do not spend most of their time at their maximum speed of mach 2. This is because the planes of today have what are known as afterburners for adding additional thrust. Fighters can fly at supersonic speed while using their afterburners, but since this uses large amounts of fuel, they actually spend a relatively short time at such high speeds. High-performance fighters get their name from their ability to execute sharp turns, large arsenal, and aerodynamic design. On top of that, they have a data link with an early-warning system, the eyes and ears of the pilot. Normal radar scans a wide area by rotating an antenna right and left, but during air combat, the antenna remains pointed at the enemy so that the pilot can obtain even more detailed information. This state, known as lock on, enables missiles to be guided to their target and guns to be accurately aimed.

This section introduces the planes that you can fly. You can view more detailed information in the Hangar screen.

### T-3 prop trainer (for beginners)

This is the first plane you fly in Fighter Pilot Mission Training. You can also select it in Free Flight. This plane is slow, making it easy for beginners to handle.

### F-16A fighter

This is one of the first planes you can select in Tactical Challenge and Free Flight. It is a high-performance, all-weather fighter. You can select it on any map, but you cannot have it take off from a carrier.

### F-86F fighter

This is one of the first planes you can select in Tactical Challenge and Free Flight. This was the main fighter of the early Japan Air Self Defense Force. Due to its superior maneuverability, this is a good dogfight-training plane for beginners.



## *Additional Planes*

As the game progresses, the number of planes you can select will increase.

**T-4 jet trainer** (for intermediate pilots)

You can select this plane starting from Step 6 of Fighter Pilot Mission Training. You can also select it in Free Flight, but since it has no weapons, it cannot be used in dogfights.



**Fighter Pilot Mission** T-4, T-2, F-4EJ, F-15DJ, and F-15J

**Tactical Challenge** F-104J, F-4J, F-1, F-4EJ KAI, F-2A, F-15A, F/A-18C, F-2B, and F-14A

You never know exactly when you will get a new plane. New planes also appear depending on how the game is progressing or when you have AeroWings series system data on your memory card.

**Aerowings 2**  
AIR STRIKE

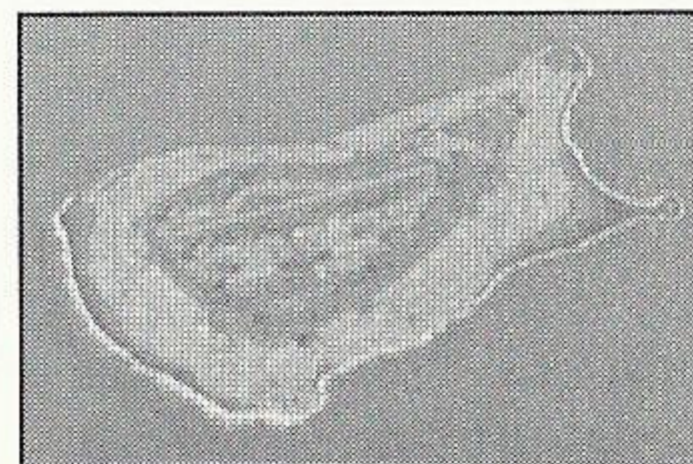
## *Flight Maps*

Here is a list and brief description of the maps available in this game.

### ***Base I***

Island base in the South Seas.

Status: Morning, evening, or rainstorm



### ***Base N***

Training base for F-4s and F-15s.

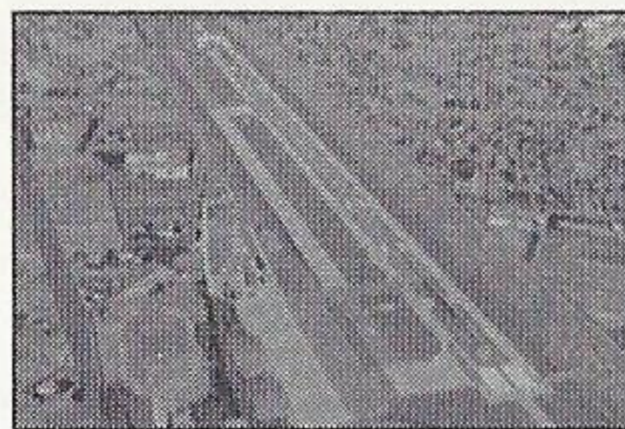
Status: Afternoon or nighttime



### **Base S**

Training base for T3 training planes.

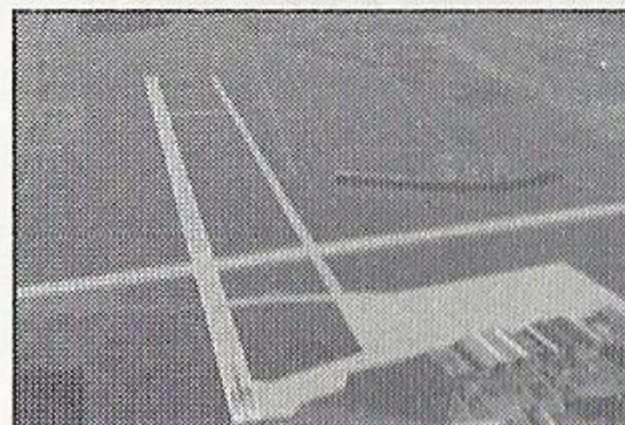
Status: Afternoon or evening



### **Base M**

Training base for T-2s.

Status: Morning, evening, or cloudy



### **CV**

Carrier. Allows takeoff/landing of carrier-based planes.

Status: Afternoon or evening



### **Bay**

Urban coastal area.

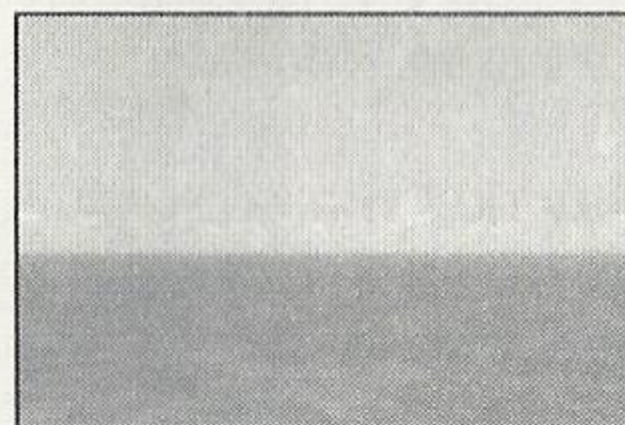
Status: Afternoon or night time



### **Sea**

A flight over the sea in a variety of weather conditions.

Status: Afternoon, evening, or moonlit night, etc.



\* The maps you can select vary by mode.

\* In addition to these maps, others may appear depending on how the game is progressing.

## **FAQ** (*Frequently Asked Questions*)

Here are some frequently asked questions about basic fighter plane control and other related topics.

**Q.1** Why can't I find my enemy and why doesn't my radar show them during dogfights?

**A.1** The reason you can't see your enemy and they do not show up on radar is because they are in your radar's dead angle (behind your plane). Use Pilot view to visually confirm your enemy's location. Next, use a combat maneuver such as a low G yo-yo or scissors so that you end up behind the enemy. Be careful not to slow down during such maneuvers. Also, you should switch back to Cockpit view after confirming your enemy's location.

**Q.2** Why do I always lose speed and altitude when maneuvering?

**A.2** Keep your engine at maximum throttle during dogfights. Avoid maneuvers that dramatically lower speed such as loops, and when absolutely necessary, use your afterburner to make up for lost speed. Conversely, when you want to slow down, use your airbrake, throttle down, climb, or do a high G yo-yo. Maintain 400 to 500 knots for optimum turning performance.

**Q.3** Why do my missiles and guns always miss?

**A.3** Maybe you are firing them from a bad angle. Since you have a limited number of missiles, hold back until you are able to get behind your enemy for a clear shot. The rounds fired from your gun travel differently depending on how you are flying. Don't fire when your enemy enters the center of your HUD. Instead, you should wait until the pipper (see page 7) overlaps the enemy before firing.

**Q.4** Why can't I make a good landing?

**A.4** Are you trying to do everything at once? You will find landing much easier if you adjust your altitude, heading, airspeed, and other parameters one by one.

**Q.5** Why do I run out of fuel so quickly?

**A.5** Are you using your afterburner too much? Afterburners boost thrust by spraying jet fuel into the jet engine's exhaust. As you can imagine, this consumes a great deal of fuel.

# Aerial Maneuvers

Fighters are made to attack enemies from behind, so your primary objectives in any dogfight is to maneuver behind your enemy and prevent them from doing the same to you.

Most recently developed missiles can attack an enemy from the front or behind, but firing from behind is still the surest way to score a hit. Here are some of the best maneuvers for getting behind your enemy.

**Scissors:** In this maneuver, you weave back and forth at a low speed to make your enemy pass ahead of you. Your enemy too will slow down and weave back and forth. The two planes weaving back and forth will look something like a pair of scissors, hence this maneuver's name.

**High G yo-yo:** If you fly too fast while pursuing an enemy, you risk passing in front of them (overshooting). When this happens, climb, reduce speed, and increase your rate of turn until you are behind the enemy. This maneuver is also called a high yo-yo or a high-speed yo-yo.

**Low G yo-yo:** If you are not flying fast enough and you are losing your enemy, descend and increase speed. This maneuver is also called a low yo-yo or a low-speed yo-yo.

**Split S:** In this maneuver, you roll upside down and then do a half-loop to reverse direction. Use it when you are above your enemy and you want to get behind them and when you want to quickly break away from them. Your altitude will drop dramatically, so make sure you are high enough and start out at a low speed.



# *Crave U.S. Team*

## **Production**

Daryl Pitts  
Kyoko Makino

## **Marketing**

Eddie Camarillo

## **Creative Services Manager**

Ryan Villiers-Furze

## **Creative Assistant**

Ethan Malykont

## **PR**

Alex Skillman

## **QA Manager**

Mike Schneider

## **QA Lead Tester**

Ron Talay

## **QA Team**

BJ Bigley  
Judy Britton  
Daniel Echeverria  
John Kellogg  
Solomon Kupu  
Jeff McLean  
Jeff Nachbaur  
Richard Robledo  
Dean Shimonishi  
Kazuo Tanaka  
Brian Wilson  
James Altenburg  
Tod Hostetler

## **Special Thanks**

Nima Taghavi  
Holly Newman  
Mark Burke  
Shinji Katsukawa  
Paul Sackman  
Martin Spiess  
Barry Seaton

# *Crave Europe Team*

## **Marketing**

Marjon Leenen (Germany)  
Birte Rosenkranz (Germany)  
Aline Gugliermi (France)  
Aurélie Diridollou (France)  
Matthew Walker (UK)

## **Product Development**

Marc Buro

## **Localisation**

Sophie Cristobal

## **PR**

Reza Abdolali (Europe)  
Klaus Kock (Germany)  
Franck Sébastien (France)  
James Beaven (UK)

# ***CRI Japan Production Staff***

## ***Staff***

**Executive Producer:** Keisuke Chiwata

**Producer:** Shinya Izumi

**Director:** Noriyuki Shimoda

**Programmers:** Takuo Kaneko, Yukinori Kaneko, Kiyotaka Sakai, Hitoshi Iizawa, and Kenichiro Tabata

**CG Designers:** Toshiyuki Adachi, Seiji Aoki, Nao Yanase, Masayuki Takahashi, Izumi Nogawa, Kouhei Nosaki, Kiyoshi Fujita, and Chihiro Kushibe

**CG Movie:** Seiji Aoki, Chihiro Kushibe, and Katsumi Yabuno

**Tools and Libraries:** Toru Kujirai, Hideo Gunji, Ryutaro Hayakawa, and Toshinori Ishibashi

**Sound:** Naoshi Kunisawa

**Promotion:** Tomonori Haba

**Packaging and Manual:** Miwako Ohshima and Makoto Midorikawa

**Support:** Masahiro Katsuta, Akihiko Sasaki, Eriko Takimura, Mayuko Ishida, and Masanori Sakurai

**Testers:** Tadashi Someya, Naoto Tomita, Hiromitsu Moriuchi, Gen Murayama, Masayuki Nakamura, Yousuke Ishikawa, and Masayuki Tanoue

## ***Music***

**Composers:** Naoshi Kunisawa and Yukiko Tamura

**Sound Director:** Hiroshi Horiguchi (TWO-FIVE)

**Recording Director:** Shuichi Mizohata (TWO-FIVE)

**Recording Engineer:** Atsushi Kobayashi (SOUND INN MIXER'S CREW)

**Vocals:** Ken Ayugai and CATHY

**Lyrics:** CATHY

**Guitar:** Makoto Asai

**Assistant Director:** Bungo Fujiwara (TWO-FIVE)

**Recording Studio:** 25 STUDIO

***Special thanks to Atsunobu Hidaka*** (Bitwave)

**Supervisor:** Nobuhiro Fujiwara (Ex-commander of No. 4 Air Fleet, Japan Air Self Defense Force)

**Collaboration:** Japan Air Self-Defense Force

Some of the characters, training courses, and other elements appearing in this game are fictional.

**Aerowings 2**  
AIR STRIKE





## ***Warranty and Service Information***

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS" and without any expressed or implied losses or damages of any kind resulting from use of this program.

If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying Crave Entertainment, Inc. software product provided it is return by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement please send the original product disc(s) or cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per GD-ROM or \$30 U.S. currency per Cartridge replacements. Note: Certified mail recommended.

In the U.S. send to:  
Warranty Replacements  
Crave Entertainment, Inc.  
19645 Rancho Way  
Rancho Dominguez,  
CA 90220

This warranty shall not be applicable and shall be void if the defect in the Crave Entertainment, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATION IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICIPATING PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

## ***Customer Support***

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022 24 hours a day, 7 days a week.

If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US - 900-903-4468 \$0.95 U.S. dollar per minute • Canada - 900-677-4468 \$1.50 Canadian dollar per minute  
Must be 18 years or have parent's permission. Touch tone phone required.

## **ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

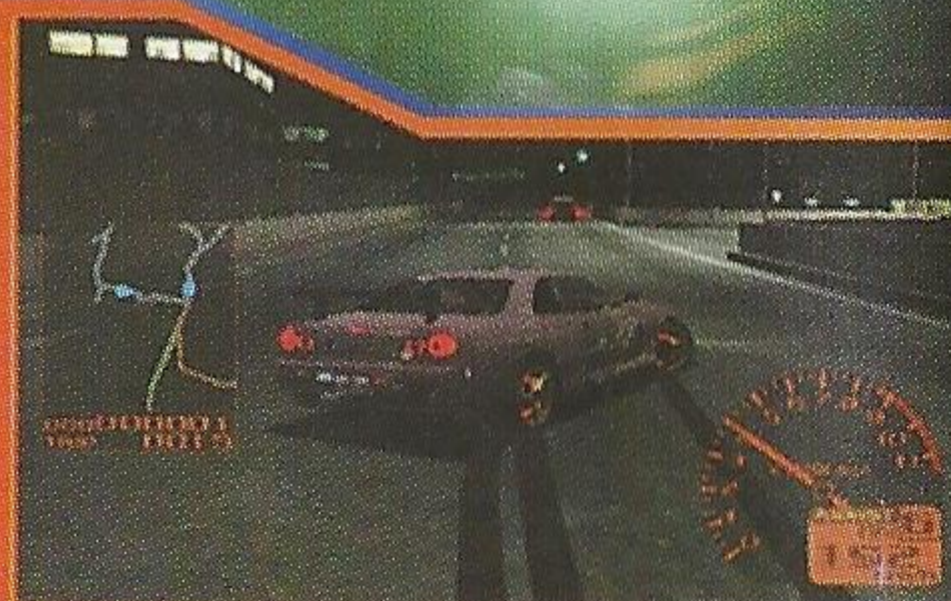
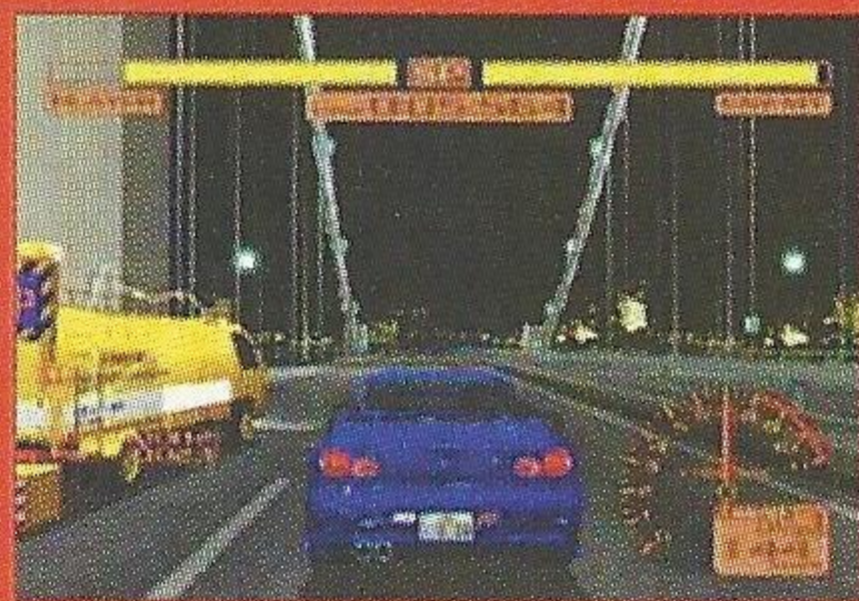
Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

**SEGA**<sup>®</sup>

COMING SOON

# TOHYO Xtreme Racer 2™

**SEQUEL TO THE TOP 10  
SEGA DREAMCAST LAUNCH TITLE**



Crave Entertainment, 19645 Rancho Way, Rancho Dominguez, CA 90220

Tokyo Xtreme Racer 2: © 2000 Genki Co., Ltd. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from Genki Co., Ltd. Tokyo Xtreme Racer is a trademark of Crave Entertainment, Inc.

Aerowings 2 Airstrike: © 2000 CRI Co., Ltd. All rights reserved. Published and distributed by Crave Entertainment, Inc. under license from Four Winds, Inc. AeroWings 2: Air Strike, Crave Entertainment and the Crave Entertainment logos are trademarks of Crave Entertainment, Inc. © 1999 Crave Entertainment, Inc. All rights reserved. Crave Entertainment is a registered trademark in the U.S.

All other trademarks and copyrights are the property of their respective holders.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

